

WHAT IS CLAIMED IS:

1. A gaming apparatus, comprising:
 - a display unit that is capable of generating video images;
 - a value input device;
 - a storage device adapted to read from and write to a removable storage memory;
 - a controller operatively coupled to said display unit, said value input device, and said storage device said controller comprising a processor and a memory operatively coupled to said processor,
 - said controller being programmed to allow a person to make a wager,
 - said controller being programmed to cause a video image representing a game to be generated on said display unit, said video image representing one of the following games: video poker, video blackjack, video slots, video keno or video bingo,
 - said video image comprising an image of at least five playing cards if said game comprises video poker,
 - said video image comprising an image of a plurality of simulated slot machine reels if said game comprises video slots,
 - said video image comprising an image of a plurality of playing cards if said game comprises video blackjack,
 - said video image comprising an image of a plurality of keno numbers if said game comprises video keno, and
 - said video image comprising an image of a bingo grid if said game comprises video bingo,
 - said controller being programmed to determine a value payout associated with an outcome of said game, and
 - said controller being programmed to record information regarding said gaming apparatus on said removable storage memory; and
 - wherein, said removable storage memory being different from said memory operatively coupled to said processor, and

wherein said gaming apparatus is operable when said removable storage memory is removed from said gaming apparatus.

2. A gaming apparatus as defined in claim 1, wherein said storage device is adapted to read from and write to at least one of a DVD-RW, a DVD+RW, a DVD±RW, and a CD-RW.

3. A gaming apparatus as defined in claim 1, wherein said removable storage memory comprises at least one of a magnetic memory and an optical memory.

4. A gaming apparatus as defined in claim 3, wherein said optical memory comprises at least one of a compact disc recordable memory and a digital versatile disc recordable memory.

5. A gaming apparatus as defined in claim 3, wherein said magnetic memory comprises at least one of a diskette, a zip disc, a PC card memory, a flash memory, a tape memory, a memory card, and a memory stick.

6. A gaming apparatus as defined in claim 1, wherein said information corresponding to said gaming apparatus comprises crash data information selected by a casino operator, said crash data information resulting from a gaming apparatus failure.

7. A gaming apparatus as defined in claim 6, wherein said crash data information comprises data regarding at least one of an operating system failure, an application software failure, a mechanical failure, and an electrical failure.

8. A gaming apparatus as defined in claim 1, wherein said controller is programmed to store preselected gaming apparatus data into a battery backed memory, and wherein said information regarding said gaming apparatus comprises a portion of the preselected gaming apparatus data.

9. A gaming apparatus as defined in claim 1, wherein said memory operatively coupled to said processor includes a transferable portion for storing said information regarding said gaming apparatus, and wherein said controller is programmed to transfer said transferable portion from said memory operatively coupled to said processor to said removable storage memory.

10. A gaming system comprising a plurality of gaming apparatuses as defined in claim 1, said gaming apparatuses being interconnected to form a network of gaming apparatuses.

11. A gaming system as defined in claim 10, wherein said gaming apparatuses are interconnected via the Internet.

12. A gaming apparatus, comprising:
a display unit that is capable of generating video images;
a value input device;
a storage device adapted to read from and write to a removable storage memory;

a controller operatively coupled to said display unit, said value input device, and said storage device said controller comprising a processor and a memory operatively coupled to said processor,

said controller being programmed to allow a person to make a wager;

said controller being programmed to cause a video image to be generated on said display unit, said video image representing a game,

said controller being programmed to determine, after said video image has been displayed, a value payout associated with an outcome of said game represented by said video image, and

said controller being programmed to record information regarding said gaming apparatus on said removable storage memory;

wherein said removable storage memory is different from said memory operatively coupled to said processor; and

wherein said gaming apparatus is operable when said removable storage memory is removed from said gaming apparatus.

13. A gaming apparatus as defined in claim 12, wherein said storage device is adapted to read from and write to at least one of a DVD-RW, a DVD+RW, a DVD±RW, and a CD-RW.

14. A gaming apparatus as defined in claim 12, wherein said removable storage memory comprises at least one of a magnetic memory and an optical memory.

15. A gaming apparatus as defined in claim 14, wherein said optical memory comprises at least one of a compact disc recordable memory and a digital versatile disc recordable memory.

16. A gaming apparatus as defined in claim 14, wherein said magnetic memory comprises at least one of a diskette, a zip disc, a PC card memory, a flash memory, a tape memory, a memory card, and a memory stick.

17. A gaming apparatus as defined in claim 12, wherein said information corresponding to said gaming apparatus comprises crash data information selected by a casino operator, said crash data information resulting from a gaming apparatus failure.

18. A gaming apparatus as defined in claim 17, wherein said crash data information comprises data regarding at least one of an operating system failure, an application software failure, a mechanical failure, and an electrical failure.

19. A gaming apparatus as defined in claim 12, wherein said controller is programmed to store preselected gaming apparatus data into a battery backed memory, and wherein said information regarding said gaming apparatus comprises a portion of the preselected gaming apparatus data.

20. A gaming apparatus as defined in claim 12, wherein said memory operatively coupled to said processor includes a transferable portion for storing said information regarding said gaming apparatus, and wherein said controller is programmed to transfer said transferable portion from said memory operatively coupled to said processor to said removable storage memory.

21. A gaming system comprising a plurality of gaming apparatuses as defined in claim 12, said gaming apparatuses being interconnected to form a network of gaming apparatuses.

22. A gaming system as defined in claim 21, wherein said gaming apparatuses are interconnected via the Internet.

23. A gaming apparatus, comprising:
a display unit that is capable of generating video images;
a value input device;
a storage device adapted to read from and write to a removable storage memory;

a controller operatively coupled to said display unit, said value input device, and said storage device said controller comprising a processor and a memory operatively coupled to said processor,

said controller being programmed to allow a person to make a wager,

said controller being programmed to allow a person to make a payline selection,

said controller being programmed to cause a video image to be generated on said display unit, said video image comprising a plurality of simulated slot machine reels of a slots game, each of said slot machine reels having a plurality of slot machine symbols,

said controller being programmed to determine a value payout associated with an outcome of said slots game, said controller being programmed to determine said outcome of said slots game based on a configuration of said slot machine symbols,

said controller being programmed to record information regarding said gaming apparatus on said removable storage memory; wherein said removable storage memory being different from said memory operatively coupled to said processor; and wherein said gaming apparatus is operable when said removable second memory is removed from said gaming apparatus.

24. A gaming apparatus as defined in claim 23, wherein said storage device is adapted to read from and write to at least one of a DVD-RW, a DVD+RW, a DVD±RW, and a CD-RW.

25. A gaming apparatus as defined in claim 23, wherein said controller is programmed to allow a user to select a number of paylines.

26. A gaming apparatus as defined in claim 25, wherein said removable storage memory comprises at least one of a magnetic memory and an optical memory.

27. A gaming apparatus as defined in claim 26, wherein said optical memory comprises at least one of a compact disc recordable memory and a digital versatile disc recordable memory.

28. A gaming apparatus as defined in claim 26, wherein said magnetic memory comprises at least one of a diskette, a zip disc, a PC card memory, a flash memory, a tape memory, a memory card, and a memory stick.

29. A gaming apparatus as defined in claim 23, wherein said information corresponding to said gaming apparatus comprises crash data information selected by a casino operator, said crash data information resulting from a gaming apparatus failure.

30. A gaming apparatus as defined in claim 29, wherein said crash data information comprises data regarding at least one of an operating system failure, an application software failure, a mechanical failure, and an electrical failure.

31. A gaming apparatus as defined in claim 25, wherein said controller is programmed to store preselected gaming apparatus data into a battery backed memory, and wherein said information regarding to said gaming apparatus comprises a portion of the preselected gaming apparatus data.

32. A gaming apparatus as defined in claim 25, wherein said first memory includes a transferable portion for storing said information regarding said gaming apparatus, and wherein said controller is programmed to transfer said transferable portion from said memory operatively coupled to said processor to said removable storage memory.

33. A slot machine, comprising:
a housing;
a plurality of rotatable slot machine reels disposed in said housing to allow play of a slots game, each of said slot machine reels having a plurality of slot machine symbols disposed thereon;
a value input device;
a storage device adapted to read from and write to a removable storage memory;
a slot machine controller operatively coupled to said slot machine reels, said value input device, and said storage device, said slot machine controller comprising a processor and a memory operatively coupled to said processor of said slot machine controller,
said slot machine controller being programmed to allow a person to make a wager, and
said slot machine controller being programmed to determine a value payout associated with an outcome of said slots game;

said slot machine controller being programmed to record information regarding said slot machine on said removable storage memory;

wherein said removable storage memory being different from said memory operatively coupled to said processor; and

wherein said slot machine is operable when said removable storage memory is removed from said slot machine.

34. A gaming apparatus as defined in claim 33, wherein said storage device is adapted to read from and write to at least one of a DVD-RW, a DVD+RW, a DVD±RW, and a CD-RW.

35. A slot machine as defined in claim 33, wherein said slot machine is programmed to allow a user to select a number of paylines.

36. A memory having a computer program stored therein, said computer program being capable of being used in connection with a gaming apparatus, said memory comprising:

a first memory portion of a memory physically configured in accordance with computer program instructions that would cause the gaming apparatus to allow a person to make a wager;

a second memory portion of said memory physically configured in accordance with computer program instructions that would cause the gaming apparatus to cause a video image representing a game to be generated on a display unit, said video image representing one of the following games: video poker, video blackjack, video slots, video keno or video bingo,

said video image comprising an image of at least five playing cards if said game comprises video poker,

said video image comprising an image of a plurality of simulated slot machine reels if said game comprises video slots,

said video image comprising an image of a plurality of playing cards if said game comprises video blackjack,

said video image comprising an image of a plurality of keno numbers if said game comprises video keno,

said video image comprising an image of a bingo grid if said game comprises video bingo;

a third memory portion of said memory physically configured in accordance with computer program instructions that would cause the gaming apparatus to determine a value payout associated with an outcome of said game represented by said video image; and

a fourth memory portion of said memory physically configured in accordance with program instructions that would cause the gaming apparatus to store information corresponding to said gaming apparatus on a removable storage memory within the gaming apparatus, said removable storage memory being different from said memory.